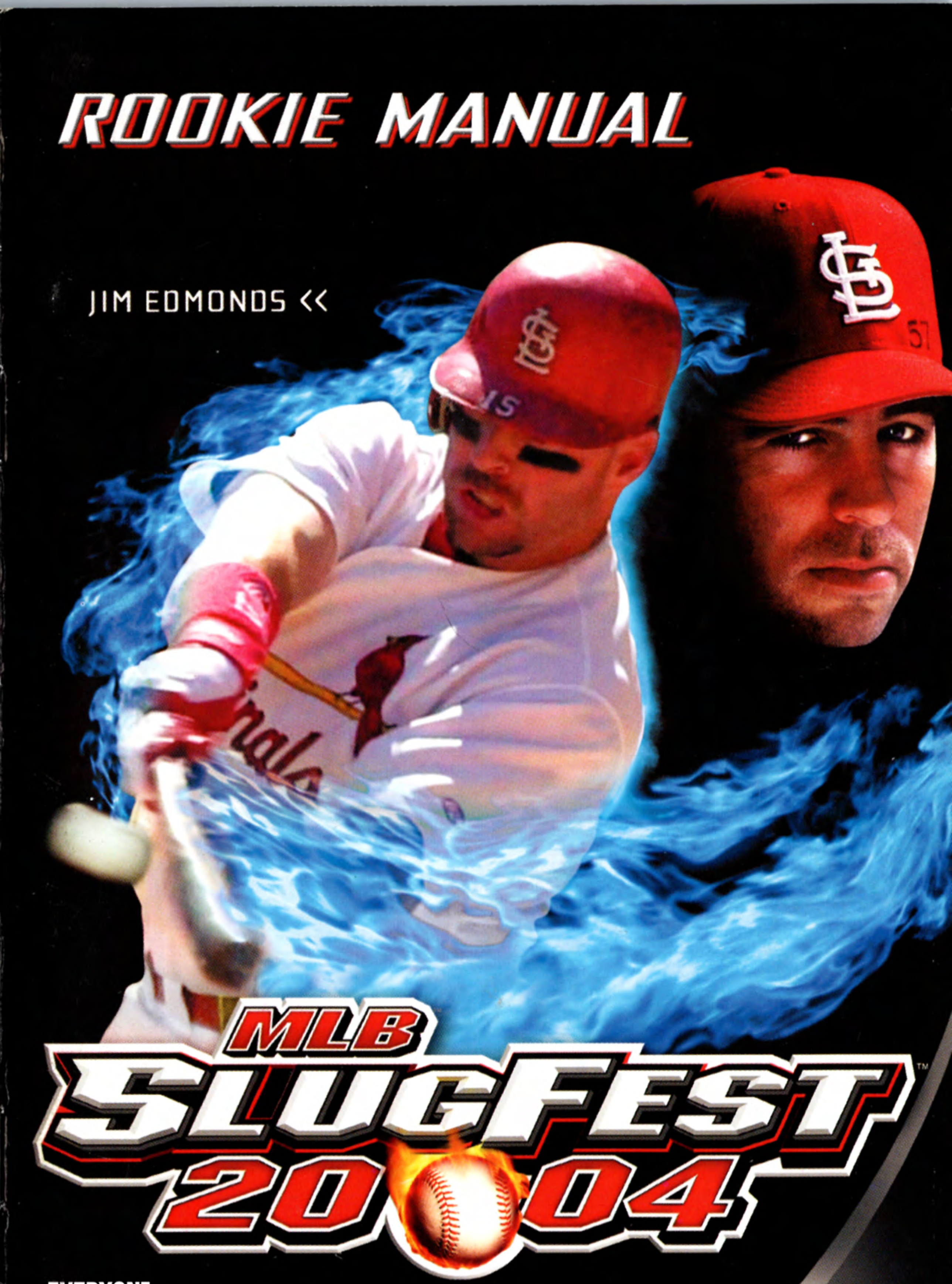
ROOKIE MANUAL

JIM EDMONDS <<



MLB SLUGFEST™ 2004

EVERYONE

CONTENT RATED BY ESRB

MLB PLAYERS CHOICE

MIDWAY SPORTS

WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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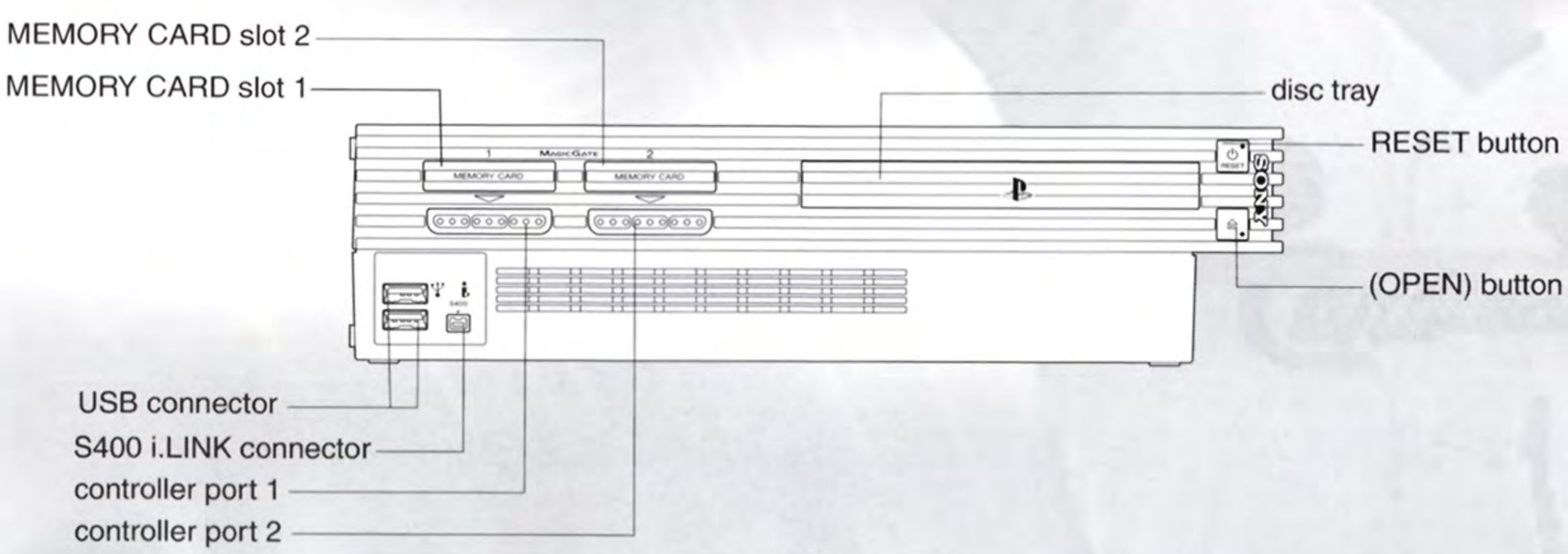
GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

When the power indicator lights up, press the open button and the disc tray will open. Place the MLB Slugfest 20-04™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



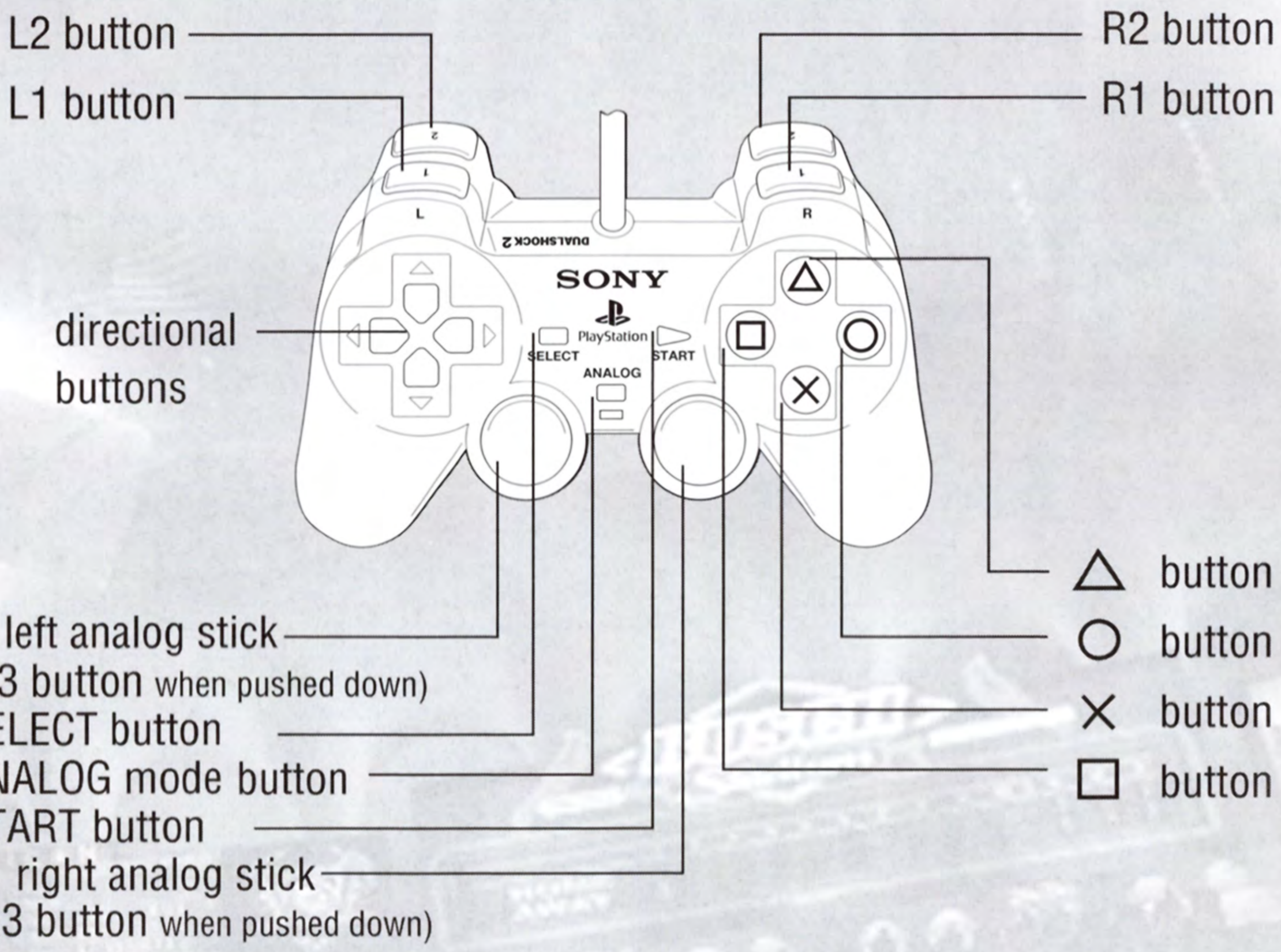
MENU/SUB-MENU NAVIGATION

Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the ***directional button****. To navigate through the game menus (i.e. Options), use the* ***directional button*** *(↑, ↓, ← or → depending on the menu) to highlight a selection. To activate a selection or access the next menu, press the ⊗ button. To go back to the previous menu and/or cancel the previous selection, press the △ button.*

STARTING UP

MLB Slugfest 20-04 does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

DUALSHOCK®2 CONTROLLER CONFIGURATIONS

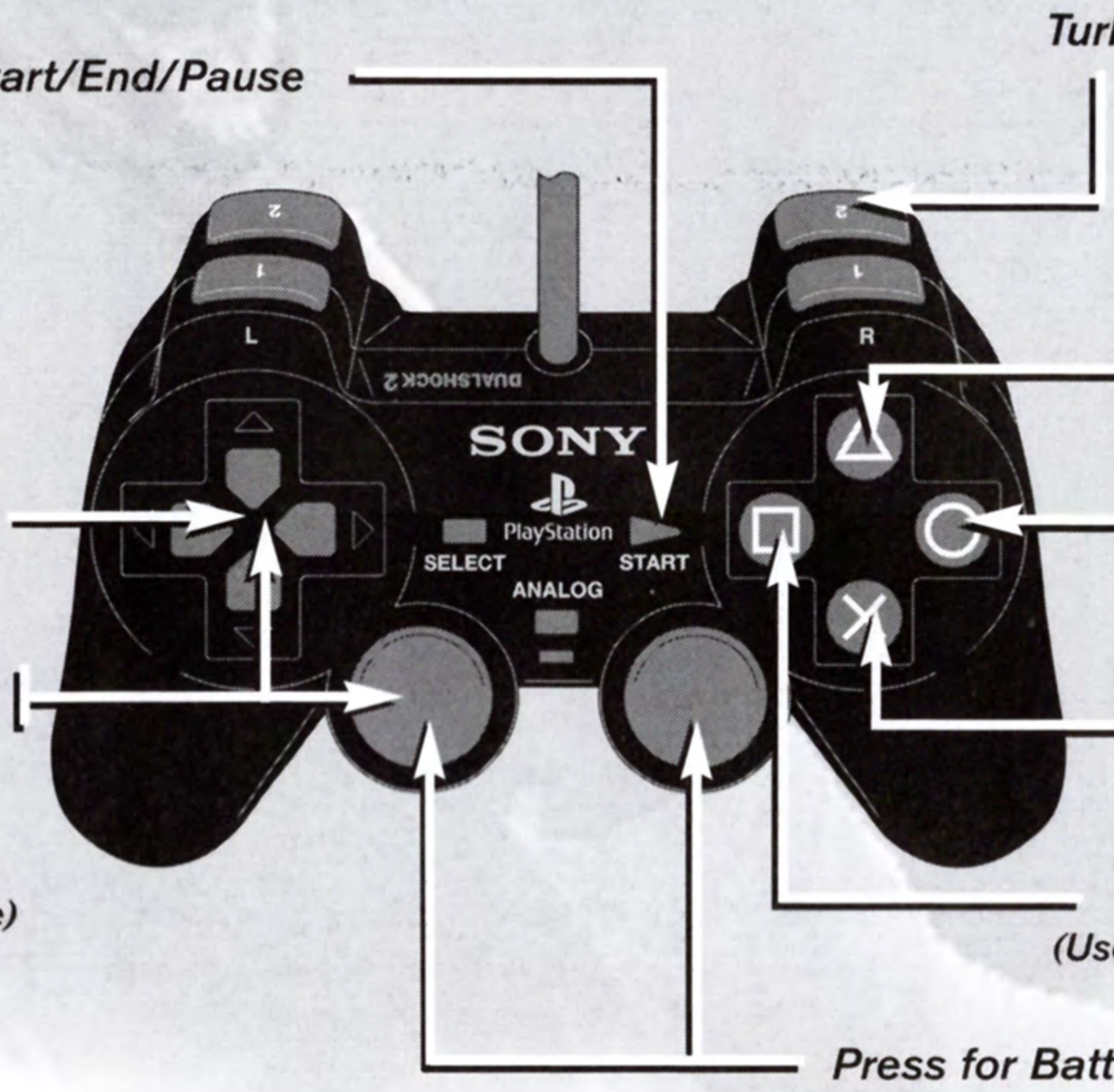


QUITTING A GAME IN PROGRESS

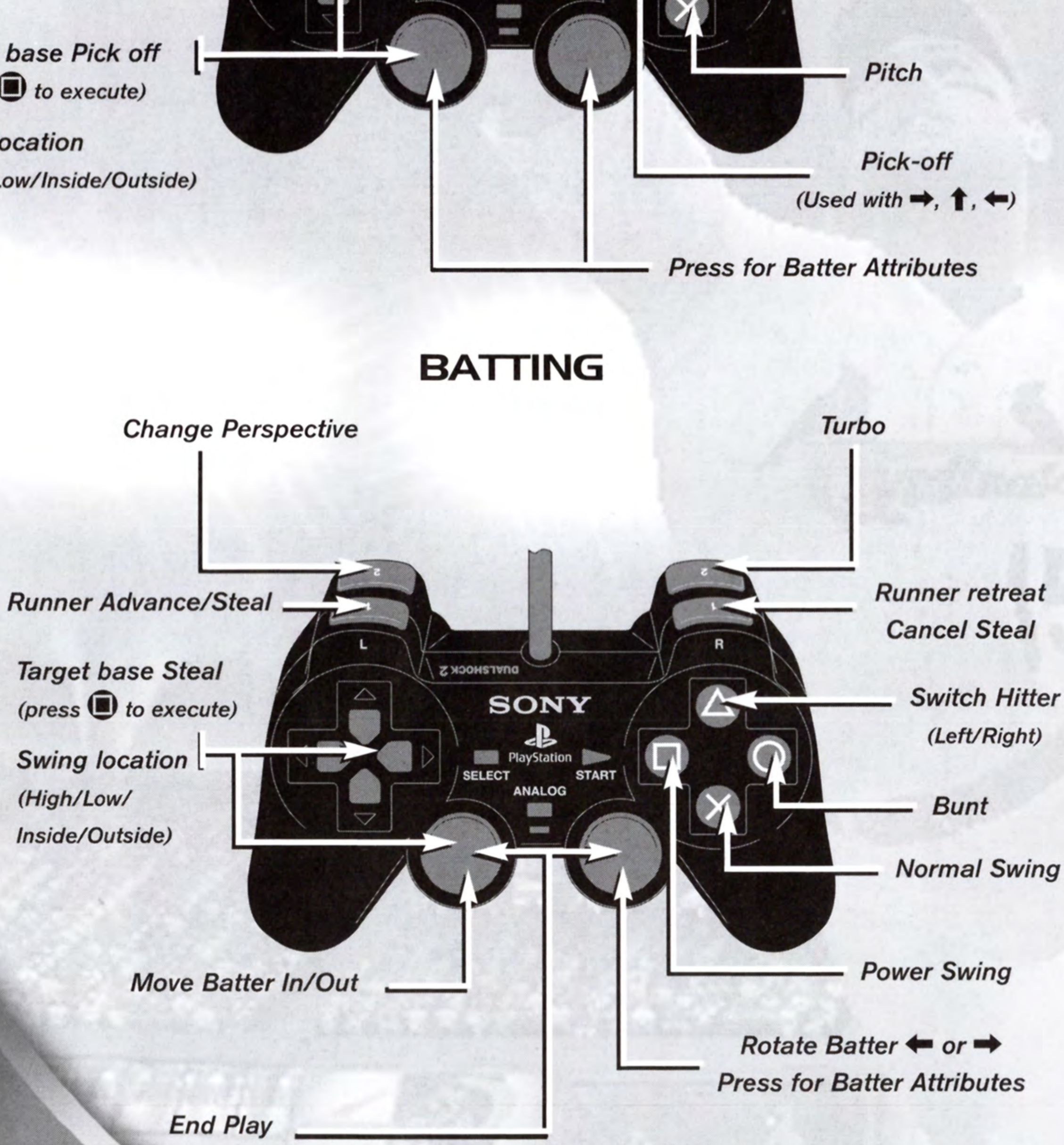
To quit a game in progress, press the START button during the game. The Pause Options Screen will appear. Select Quit, then confirm by selecting Yes. You'll then return to the Main Menu.

DEFAULT CONTROLS

PITCHING



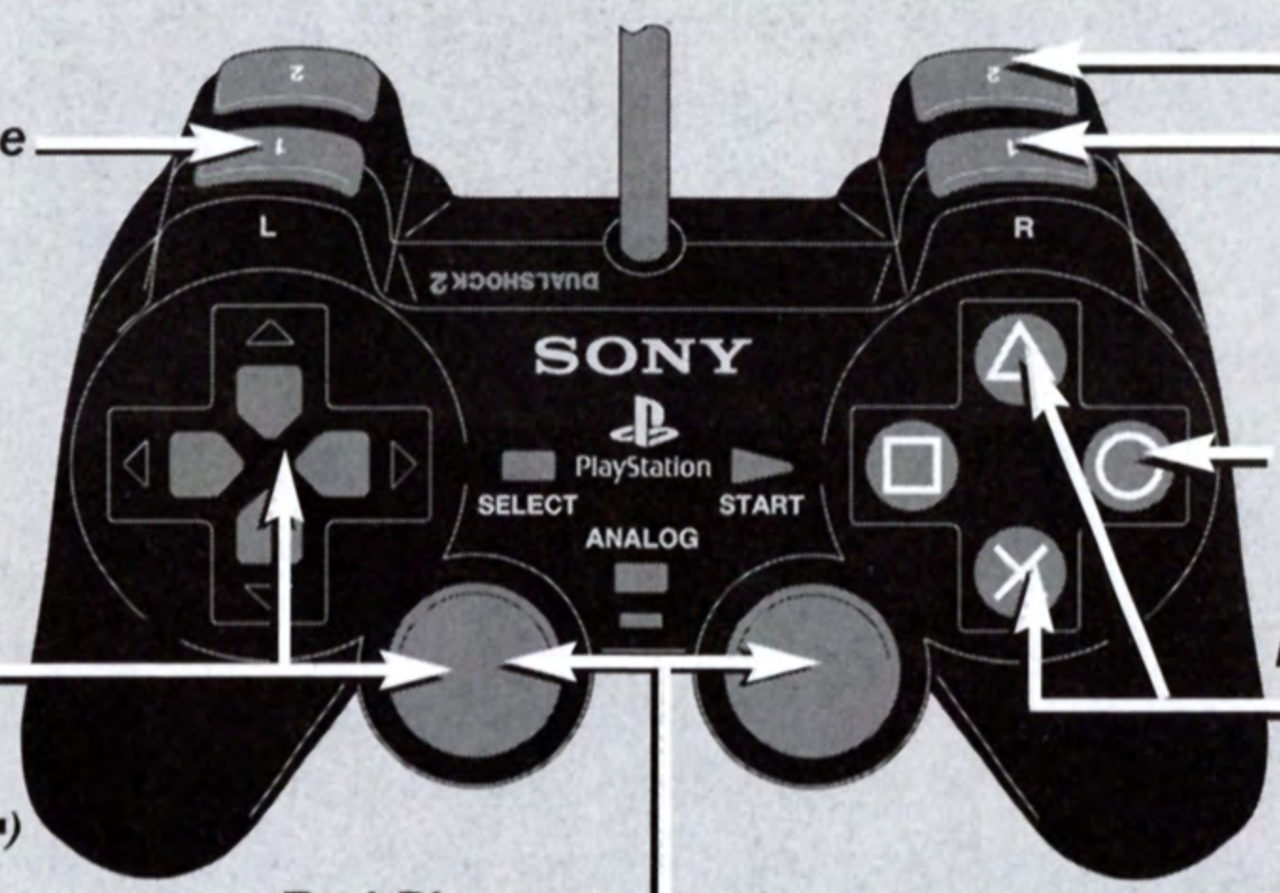
BATTING



Press both the L3 and R3 buttons to speed through plays early.
This works during Batting, Base Running & Fielding

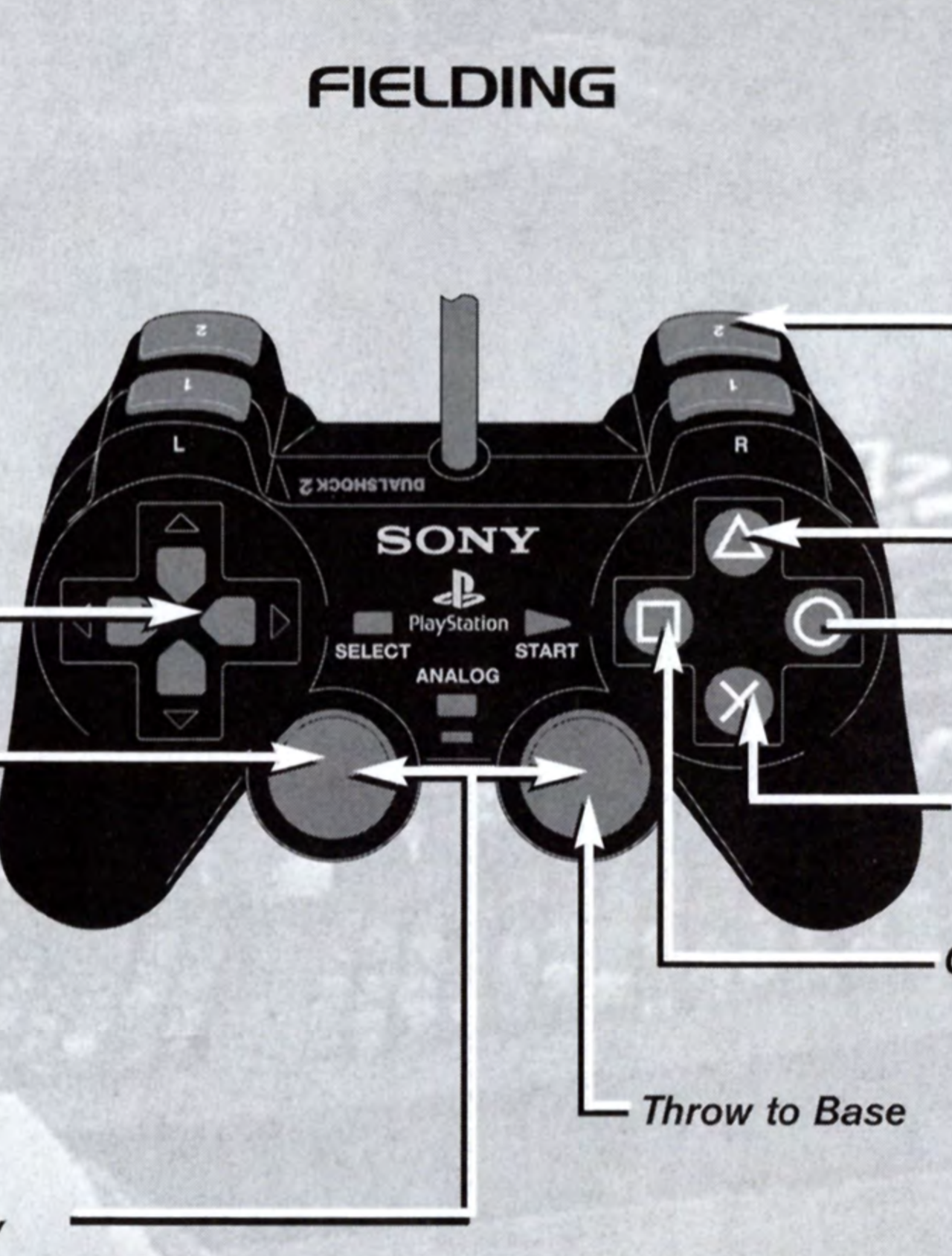
DEFAULT CONTROLS

BASE RUNNING



Press both analog sticks to speed through plays early.
This works during Batting, Base Running & Fielding

FIELDING



Press both the L3 and R3 buttons to speed through plays early.
This works during Batting, Base Running & Fielding

MAIN MENU

QUICKPLAY

Skip any setup options and go right to the diamond. You'll go to the Select Controller Screen. Player(s) will select ***Home*** *or* ***Away****, then select a team (see Select Teams, pg. 14). You'll then go straight to the first pitch.*

Note: In this game mode, you will NOT be able to enter your name to save game data and statistics.

CHALLENGE

This game mode lets you to enter a name and pin number, challenge a human player or challenge all 30 MLB Slugfest teams with complete player stat tracking and full gameplay customization. Stats are saved to an entered name and pin number as long as you have a Memory Card (8MB) (for PlayStation®2) inserted in your PlayStation®2 game console (see Memory, pg. 9).

SEASON

See Season, pg. 10.

TOURNAMENT

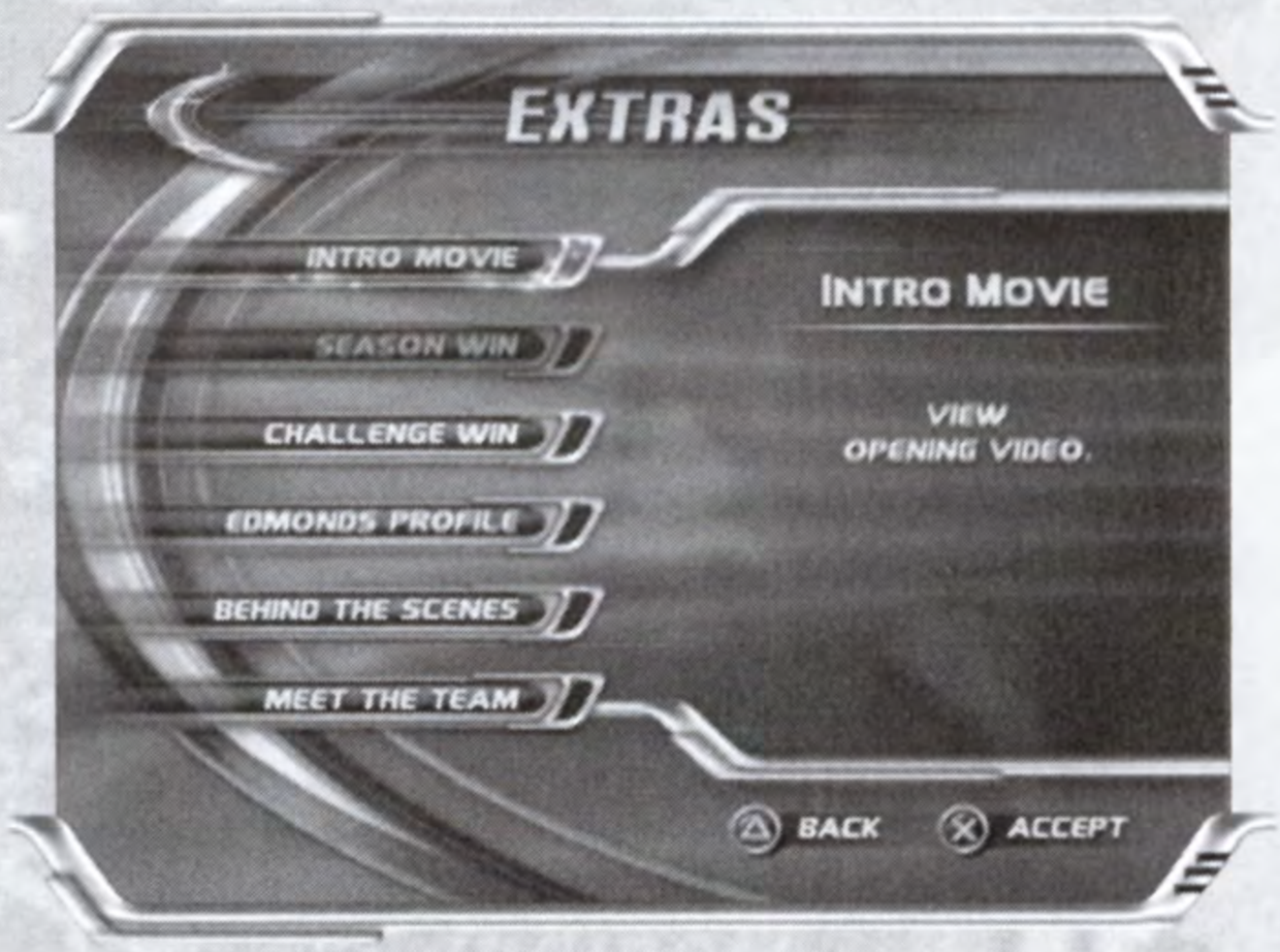
See Tournament, pg. 11.

OPTIONS & MEMORY

See Options, next page. See Memory, pg. 9.

EXTRAS

MLB Slugfest 20-04 includes FMV and promotional material that may be viewed at any time. Once this option is selected, press the ***directional button*** ⬆ *or* ⬇ *to highlight an option. To the right, a brief description of the option will be displayed. Press the* ⊗ ***button*** *to select an option.*



OPTIONS

MLB Slugfest 20-04 has a vast array of options available. Press the ⊗ ***button*** *to access a set of options. Press the* ***directional button*** ⬆ *or* ⬇ *to highlight options, then press the* ***directional button*** ⬅ *or* ➡ *to cycle option settings. When you're finished changing options, press the* △ ***button*** *to exit the set of options. Here are the options:*

PLAY OPTIONS

The following options can be changed for a varied game play experience:

Skill Level

Set the CPU Skill Level to Trainee, Rookie, Pro, Veteran or All-Star.

Innings Per Game

MLB Slugfest defaults to 7 innings. You can adjust the number of innings you'd like to play to 4, 5, 6, 7, 8 or 9.

Balls

Although every pitch is hittable, MLB Slugfest allows you to play the game without any Balls called. The default option is ON. Select OFF to have only strikes called.

Aggression

Turn MLB Slugfest 20-04's aggressive play style ON or OFF.

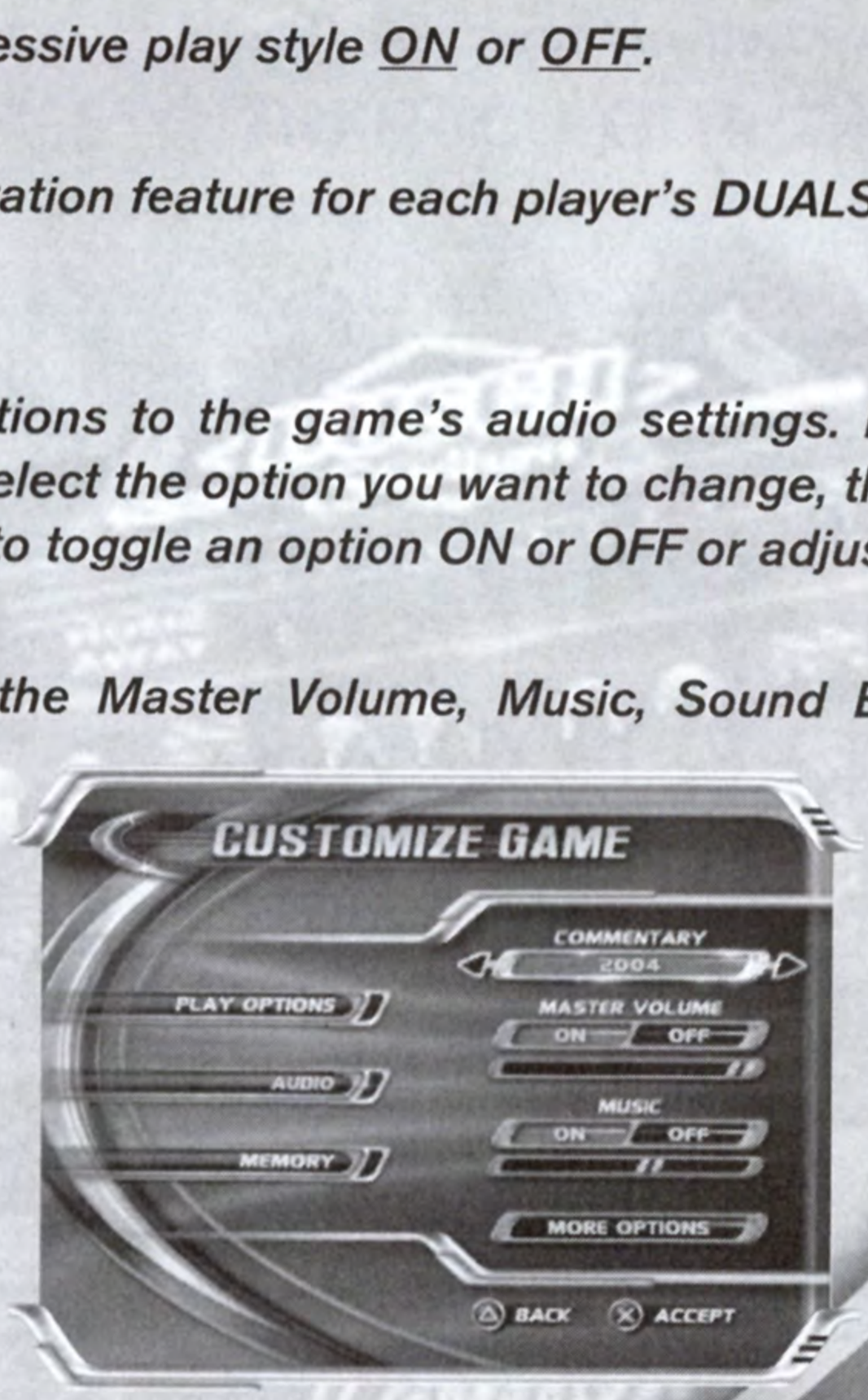
Vibration (Controller 1 and 2)

You can turn ON or OFF the Vibration feature for each player's DUALSHOCK®2 analog controller.

AUDIO

You can make several modifications to the game's audio settings. Press the ***directional button*** ⬆ *or* ⬇ *to select the option you want to change, then press the* ***directional button*** ⬅ *or* ➡ *to toggle an option ON or OFF or adjust the volume level.*

You can make adjustments to the Master Volume, Music, Sound Effects or Announcer voice.



MEMORY

MLB Slugfest 20-04 lets you save accumulated data to your memory card. We highly recommend using a memory card to enjoy the many features you'll find in this game.

Each time you start MLB Slugfest 20-04 on your PlayStation®2 computer entertainment system, the game will read your memory card.

On the Options & Memory Menu, you'll find the Memory option. It offers several options for maintaining your game data on your memory card.

CLEAR

Clear all current player records for the players stored in memory.

UPDATE

Update and add to the current player list from your memory card into memory.

MEMORY CARDS

Load any saved records you have saved on your memory card.

VIEW

View Player Records saved in memory, and save them to your memory card.

SAVING AND LOADING

SAVING

*Challenge, Season and Tournament modes allow you to Save and Load saved data to continue Challenge, Seasons and Tournaments in progress. When you select a Save or Load option, available MEMORY CARD slots for saving data are displayed. Select a MEMORY CARD slot, then press the ⊗ **button** to access the data display area to the right. Select a slot within the memory card and press the ⊗ **button** to begin saving. A pop-up window will be displayed regarding the saving progress.*

LOADING

*You can manually load your saved season using this option. Select a MEMORY CARD slot, then press the ⊗ **button**. Any saved seasons will be displayed. Press the ⊗ **button** again to load the season.*

> *It is advised that you do not insert or remove peripherals or memory cards once the power is turned ON. Make sure there is enough free space on your memory card before commencing play.*

SEASON

Select a team, and play a 52 game MLB season. Stats and standings are all saved as you battle your way to the championship. You'll need a memory card to save your season progress (see Memory, pg. 9).

PLAY

If you already have a season underway, this option will be available to start or continue your season. When the option is highlighted, your next opponent is displayed to the right.

INFO

This option includes 5 categories of league info you'll need to keep track of your season's progression. It includes:

League Leaders - *Press the **directional button** ⬅ or ➡ to cycle teams. Press the L1 and R1 buttons to choose categories and the L2 and R2 buttons to sort sub-categories.*

Team Stats - *Like the League Leaders option (above), view Team Stats.*

League Standings - *View the standings for each league.*

Team Schedule - *View your team's season schedule. Press the **directional button** ⬅ or ➡ to view other teams' schedule.*

League Schedule - *View the schedule of games played per day. Press the **directional button** ⬅ or ➡ to cycle games.*

SAVE SEASON

See Memory, pg. 9.

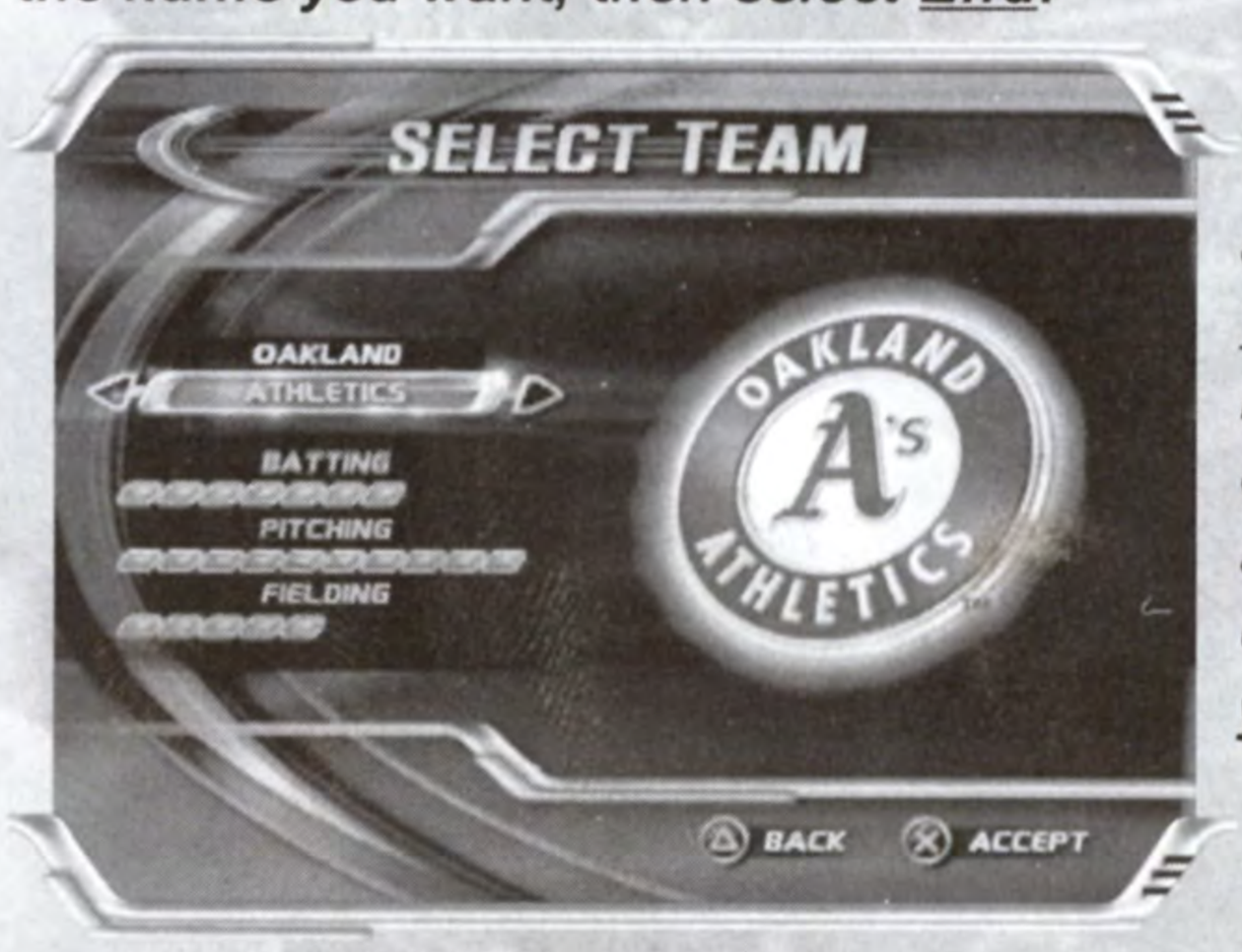
LOAD SEASON

See Memory, pg. 9.

NEW SEASON

Use this option to begin your season. The Enter Name Screen will appear. Enter the name (up to 7 characters) you want associated with the new season.

*To do so, press the **directional button** ⬆, ⬇, ⬅ or ➡ to highlight a character, then press the ⊗ **button** to select it. Repeat the process until you've spelled out the name you want, then select End.*



When the Select Team Screen appears, select a team (see Select Teams, pg. 14), then adjust the Play Options (see Options, pg. 8). The Season Screen will appear again, where you can select Play to begin your new season.

TOURNAMENT

Here's a game mode for you and your friends. You can play a tournament with 4 or 8 teams. Once you select this game mode, the following options will be available:

PLAY

Once your tournament is set up, select this option to go to the Select Controllers Screen. Before you can select this option, you'll need to go through the following setup process:

NEW TOURNAMENT

NAME TOURNAMENT

*To enter a name, press the **directional button** ⬆, ⬇, ⬅ or ➡ to highlight a character, then press the ⊗ **button** to select it. Repeat the process until you've spelled out the name you want, then select End.*

TYPE OF TOURNAMENT

Select a 4 or 8 team tournament.

NAME/TEAM ENTRY

*Press the **directional button** ⬅ or ➡ to select a Team, then press the ⊗ **button**. To enter a name, press the **directional button** ⬆, ⬇, ⬅ or ➡ to highlight a character, then press the ⊗ **button** to select it. Repeat the process until you've spelled out the name you want, then select End.*

Each human player must complete this process to enter a name and select a team. You'll then be ready to select Play and begin your tournament. If no name is entered, the CPU will be the opponent. You are free, though, to select any team for the CPU. Highlight and select Accept to go to the Select Controllers Screen.

SELECT CONTROLLERS

*Press the **directional button** ⬅ or ➡ to select the side on which you want to play. Each person must pick a side. Press the ⊗ **button** to continue on to the start of the game.*

SAVE TOURNAMENT

See Memory, pg. 9.

LOAD TOURNAMENT

See Memory, pg. 9.

SHOW LADDER

*To get a good look at the matchups for the tournament, select this option. Press the **directional button** ⬅ or ➡ to view the entire ladder.*

CREATE A TEAM

The new Create a Team feature in MLB Slugfest 20-04 allows you to select from other MLB players to create a powerful team of your own. Use the following options to create your team:

ENTER RECORD

You'll first need to choose a name and PIN number that will be assigned to your new team (see Enter Name, pg. 14). Each time you want to use your new team in a game, you'll need to enter the name and PIN number. Write them down, so you won't forget them when you need them.

CREATE TEAM

The Create Team Screen displays two teams of players you'll use to create your team. Highlight an unwanted player on the Left list, then press the ⊗ ***button**. The Right list will then be active.*

*Press the **directional button** ⬅ or ➡ to choose the team that includes the player you want to exchange for the unwanted player. Now highlight the new player, then press the* ⊗ ***button** again to make the swap. Repeat this process to create your entire team.*

TEAM NAME

*Choose a team name. Press the **directional button** ⬆, ⬇, ⬅ or ➡ to highlight letters, then press the* ⊗ ***button** to select. Spell your team name, then select End.*

TEAM LOGO

*Press the **directional button** ⬅ or ➡ to cycle the available logos, then press the* ⊗ ***button** to choose the logo.*

STADIUM

*Press the **directional button** ⬅ or ➡ to cycle the available stadiums, then press the* ⊗ ***button** to choose your new home stadium.*

SAVE

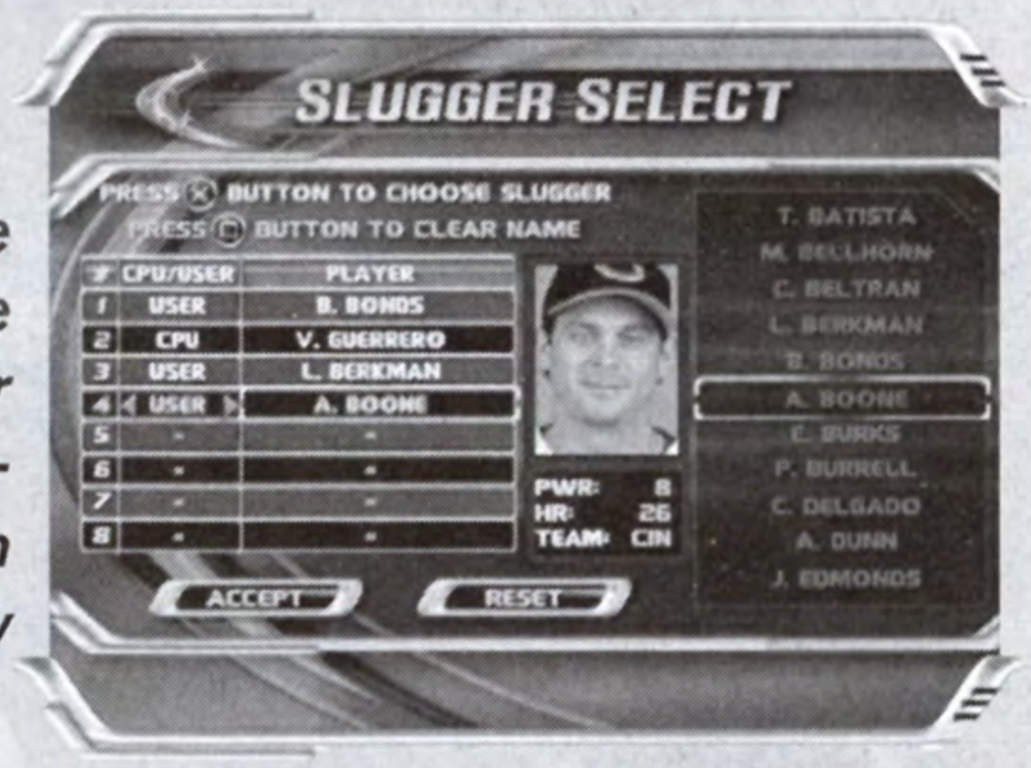
*Once you've completed setting up your new team, select **Save** to save the information to your memory card. The Memory Screen will be displayed (see Memory, pg. 9).*

HOME RUN DERBY

Home Run Derby allows you to select from the game's greatest sluggers and swing for the fences! Use the following options to set up your Home Run Derby contest:

SLUGGER SELECT

At the Slugger Select screen, press the ***directional button*** ⬅ *or* ➡ *to toggle between* ***CPU*** *(computer controlled) or* ***User*** *(human controlled), then press the* ⊗ ***button*** *to access the player names. You can have up to 8 contestants, controlled by human players and/or the CPU.*



Press the ***directional button*** ⬆ *or* ⬇ *to scroll available players, then press the* ⊗ ***button*** *again to make a selection. Repeat this process to complete your Home Run Derby line up. Highlight and select Accept when you've finished.*

PLAY

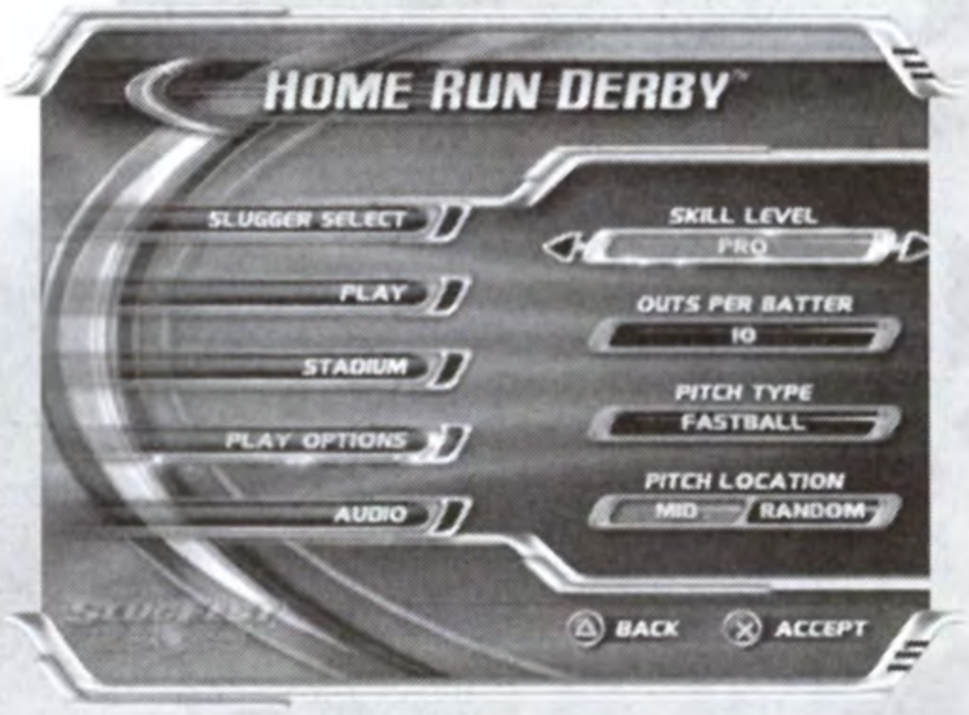
Begin your Home Run Derby

STADIUM

Press the ***directional button*** ⬅ *or* ➡ *to choose the stadium you'd like to use, then press the* ⊗ ***button*** *to select it and return to the Home Run Derby menu.*

PLAY OPTIONS

Use the following options to set up your Home Run Derby contest:



Skill Level

Set the CPU Skill Level to Trainee, Rookie, Pro, Veteran or All-Star.

Outs Per Batter

You can decide how many ***Outs*** *you'd like each player to have. Choose between* ***1*** *and* ***10*** *outs. The default is* ***10****.*

Pitch Type

Select the type of pitch you want thrown to the hitters. You can choose one of the many pitch types included in MLB Slugfest 20-04, or you can select ***Random*** *to keep hitters guessing.*

Pitch Location

Select ***Mid*** *to put them over the plate consistently, or select* ***Random*** *to have the ball cover all areas on and off the plate to make things a bit more difficult.*

Audio

See Audio, pg. 8

PRE-GAME SETUP

Prior to each game, you'll need to complete the following options before you can begin playing:

ENTER NAME

This procedure isn't necessary for all game modes. When prompted, you'll want to enter a Name and PIN Number, so you can save stats and customized options to your memory card under that name. You can select YES if you want to enter a name, or select NO to move on without entering a name.

Note: If you don't have a memory card, your stats and any option settings won't be saved once you power down your game console.

*To enter a name, press the **directional button** ⬆, ⬇, ⬅ or ➡ to highlight a character, then press the ⊗ **button** to select it. Repeat the process until you've spelled out the name you want, then select End. Do the same to enter a PIN Number.*

If the game doesn't recognize your name and PIN number, you'll be asked if you want to "Create a New Record". Select YES to do so and view your stats at zero. If you already have a record, your up-to-date stats will be displayed.

*Once players have entered names and PIN numbers, press the ⊗ **button** to go to the Select Controller Screen.*

SELECT CONTROLLERS

*Press the **directional button** ⬅ or ➡ to select the side on which you want to play: Home Team or Away Team. Each person must pick a side.*

SELECT TEAMS

Prior to each game, you'll need to select the team you want to use in your single game, season or tournament.

*Press the **directional button** ⬅ or ➡ to scroll through the teams. Power ranking for Batting, Pitching and Fielding will be displayed.*

*Note: Try pressing the **directional button** ➡ and the **START** button to randomly pick your team(s).*

PRE-GAME SETUP

What would a Midway Sports game be without Power Up Codes? Just before your game starts, the Match-Up Screen displays both teams. At the bottom of the screen, each player has a code window that contains 3 icons.

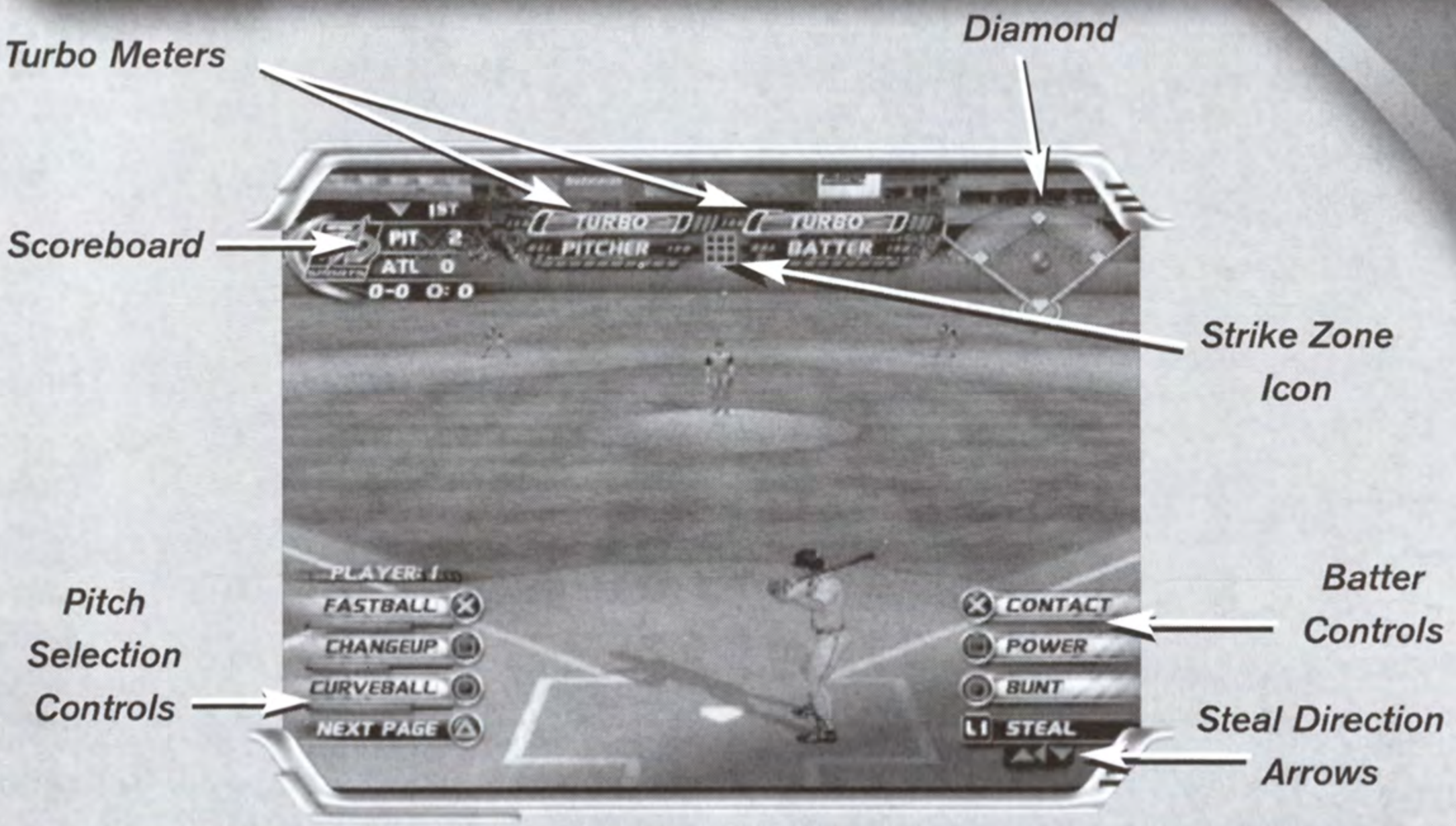
*You can enter codes by pressing the ● **button** or L1 **button** (first icon), the ✕ **button** or ▲ **button** (second icon) or the ○ **button** or R1 **button** (third icon). When the icons you want are displayed, press the **directional button** ↑, ↓, ← or → to enable the code (not all combinations will enable codes).*

To input more than one code, repeat the process. The codes you entered first will flash and remain on-screen. At this point, you can enter another code before the game starts. The first code you entered will be stored, as well as any others you want to enter before the game starts. This screen appears only for a short period of time, so you'll have to be quick to input multiple codes.

NOTES

- *Each Code window contains a variety of icons, but in many cases, codes you come across will appear in number format (ie, 2-2-3 Up, 1-2-3 Down, etc.). This means, press the first controller button 2 times, the second button 2 times, the third 3 times and the **directional button** ↑.*
- *Codes for MLB Slugfest 20-04 can be found in Strategy Guides, Magazines, on the Internet and with a little experimentation.*

PLAY BALL



Read below for a rundown of the information displayed on-screen as you play:

SCOREBOARD

Inning, current Score, ball and strike Count and Outs are displayed.

TURBO METERS

Before a play starts, the Turbo Meters are fully colored, indicating you have the maximum amount of Turbo available. As you use your Turbo, the meter diminishes (see Turbo Maintenance, next page).

PITCH/BATTING CONTROLS

Pitching and batting controls appear on-screen during an at-bat. Batting controls remain the same for every batter, but the pitching controls change, based on the pitcher.

THE DIAMOND

In the upper-right portion of the screen, the baseball diamond is displayed with colored dots representing offensive and defensive players. The color of the dots corresponds to the Home (red) and Away (blue) teams. As you run the bases, use this diamond image to keep tabs on your base runners.

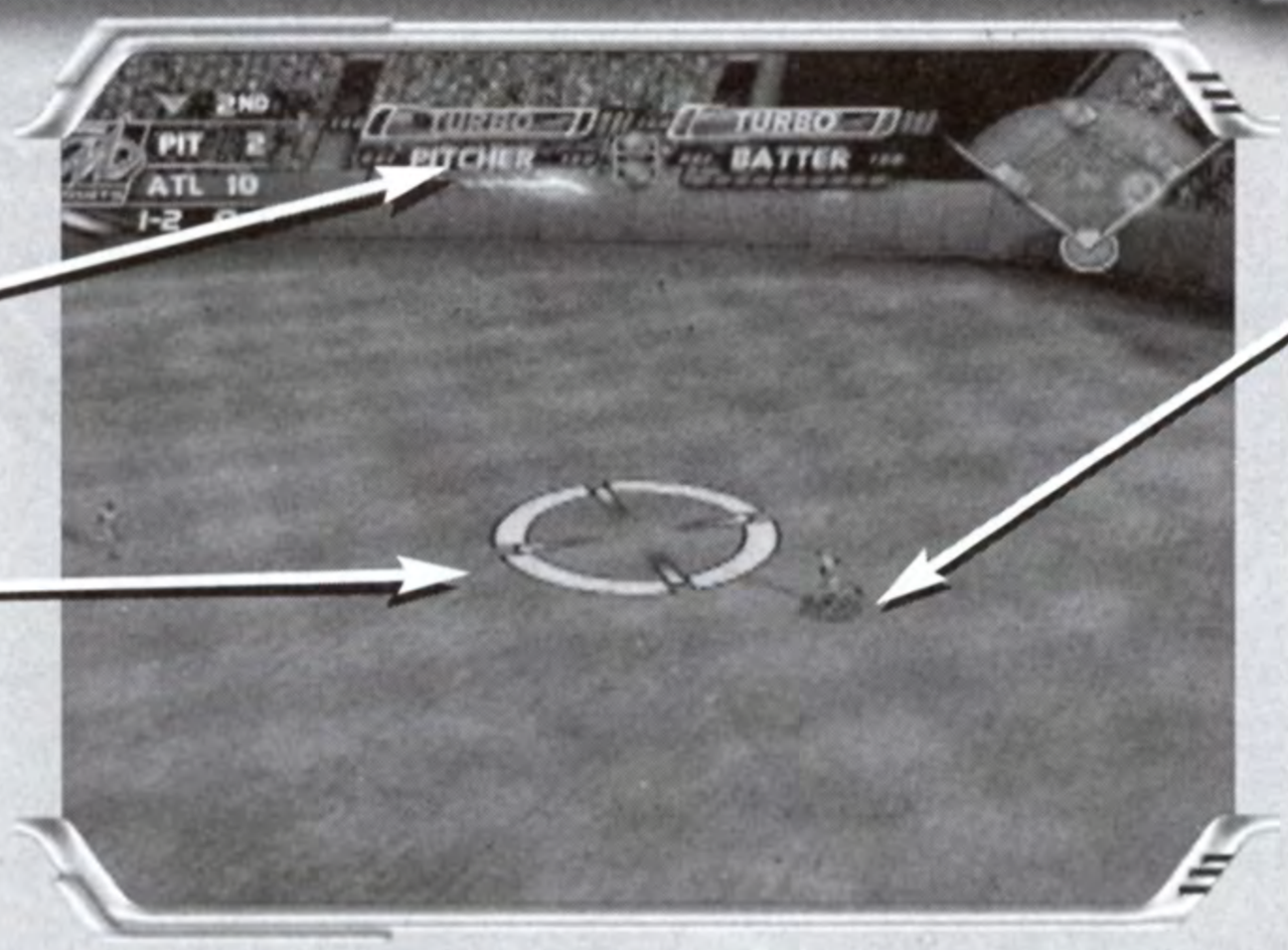
STRIKE ZONE

Between the Turbo Meters is the green Strike Zone icon. After each pitch, the pitch location is displayed to let you gauge your aim. When the batter swings, another colored dot appears, displaying where the batter's bat passed through strike zone or where the ball struck the bat. The color of the dots correspond to whether you're controlling the Home or Away team (red or blue).

STEAL DIRECTION ARROWS

When you press the **L1** ***button*** *to steal a base, you'll also need to choose the direction of the steal. Arrows illuminate green in available directions. Press the* ***directional button*** *along with the* **L1** ***button*** *to direct a steal. To have all base runners steal, press just the* **L1** ***button.***

PLAY BALL



Special Pitch Meter

Ball Destination Target (Yellow)

Fielder Control Circle

SPECIAL PITCH METER

*When a pitcher throws 5 strikes, the Special Pitch meter will fill and illuminate. A pitcher's Special Pitch is then available. Press the △ **button** to access the second page of pitches, then press the ◉ **button** to select the Special Pitch. To deliver the pitch, press the ⊗ **button**. Note: Although the text changes to "Batter" when your team comes to bat, the Special Pitch Meter only corresponds to pitching.*

BALL DESTINATION TARGET

As a ball leaves the bat, a yellow target appears in the location where the ball will land. This gives you a destination to run toward or under in order to field the ball. The size of the target indicates the height of the ball. When batting, this is useful for determining the height of a pitch. The higher the ball, the bigger the target.

FIELDER CONTROL CIRCLES

Red or Blue Control Circles are fixed below the feet of a controlled player to let you know when you're controlling a player. These colors match the colors displayed at the Select Controller Screen (see Select Controllers, pg. 14).

NOTE

*As the ball is in flight, sometimes a red or blue arrow points off-screen. This arrow points to the off-screen location of your active fielder. Pressing the ▣ **button** allows you to take control of the fielder nearest to the ball and increases his speed.*

ERRORS

Errors occur at random. Just hope it doesn't happen at a critical moment.

TURBO MAINTENANCE

Pay close attention to your Turbo Meter during a play. It diminishes fast. Don't just hold down the button, because the Turbo is limited to one half inning at a time. It recharges between innings. Scoring runs or making a special play will help to replenish your Turbo Meter during the inning. Otherwise, you'll be limited to default speed until that half inning is over.

TIP

Use your Turbo to run the bases. It's not out of the ordinary for a hard line drive shot into the outfield to turn into an out at first base.

PLAY BALL

ON FIRE

All players have 3 major attributes: Batting, Strength & Speed. Batting determines how likely a batter will hit into the gaps. Strength determines how strong a player is when hitting the ball or making contact with another player. Speed determines how fast a player runs.

When hit with a Bean Ball, most of the time, your player will simply go to first base. There is also a chance that a player's attribute will weaken, depending on where he is hit. Over time, he will regain lost attributes. There is also a chance that your player will become enraged by the assault and explode in anger, increasing all his attributes. When this happens, the batter will rush the mound for a little payback. The winner of the fight will catch on fire.

On-Fire Fielding
(Orange Flames)

He will remain On-Fire on the bases, on the field and even when he comes to bat in subsequent innings. He will lose fire only when he's called OUT while at bat or while running the bases.

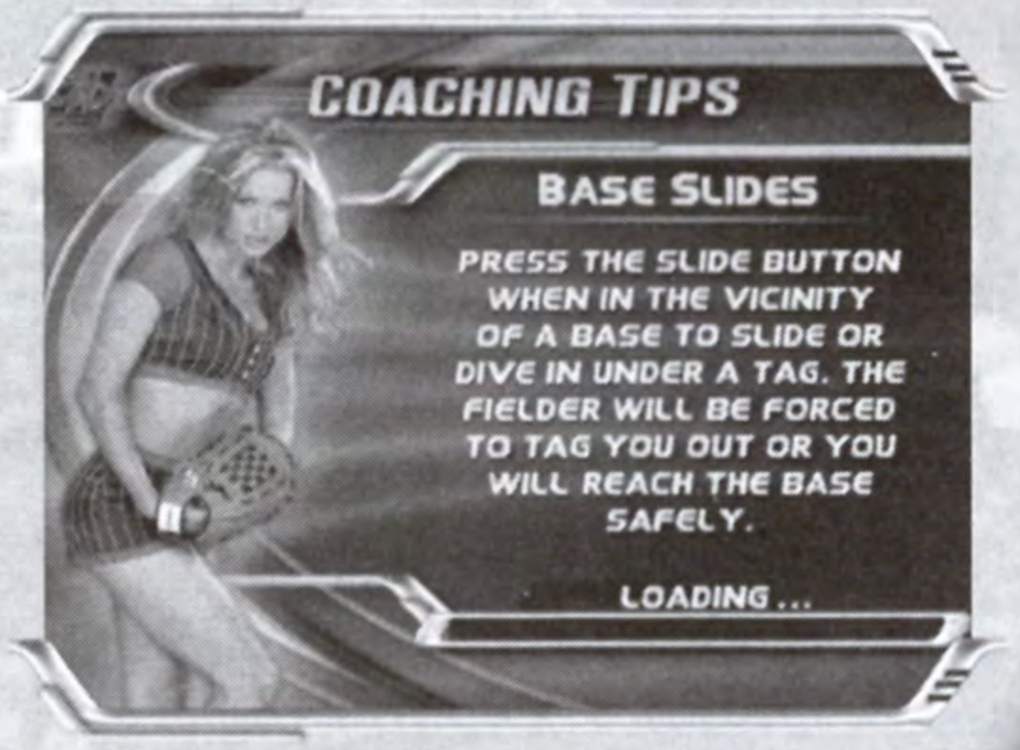
Strength, speed and success will follow your players once you achieve "On-Fire" mode and when you are on fire, your Turbo will never drain.

A Pitcher can catch fire by striking out 3 batters without giving up a run.

OFF THE FIELD

TIP SCREENS

During "Loading" screens, helpful tips screens are displayed to inform or remind you of some of the cooler features in MLB Slugfest 20-04.


COACHING TIPS
BASE SLIDES
PRESS THE SLIDE BUTTON WHEN IN THE VICINITY OF A BASE TO SLIDE OR DIVE IN UNDER A TAG. THE FIELDER WILL BE FORCED TO TAG YOU OUT OR YOU WILL REACH THE BASE SAFELY.
LOADING ...

STATS SCREENS

END STATS
2 SINGLES 5
5 DOUBLES 4
4 TRIPLES 1
6 HOME RUNS 3
2 STEALS 4
0 DOUBLE PLAYS 0
0 TRIPLE PLAYS 0
17 HITS 13
2 STRIKEOUTS 2
CLEVELAND INDIANS 3 3 3 2 0 0 0 0 0 0 11
BALTIMORE ORIOLES 0 1 2 6 0 0 0 0 0 0 9
1 2 3 4 5 6 7 8 9 EX FINAL
FORWARD

At the end of the game, statistics are displayed, so you can get an idea of which team may or may not have dominated the game. Press the ⊗ ***button*** *to continue. You can then confirm or deny a Rematch.*

BASE RUNNING

LEAD-OFFS

While batting, all runners on base will automatically take a safe lead-off. Base runners will retreat automatically on pick-off plays unless the user designates otherwise. For example: If a base runner on first base is told to steal second, and the pitcher attempts a pick-off play to first, the base runner will commence on stealing second base. To cancel a "Steal" command and retreat back to the base, press the **R1** *button.*

BASE STEALING

While batting, the offensive player may indicate to the base runners to steal the next base. This is done by indicating the target base with the ***directional button*** *or* ***Left analog stick*** *and pressing the* **L1** *button. That will lock the "Steal" command to the appropriate runner.*

Each different runner may be given a "Steal" command if desired, giving the player individual control of runner actions. So, with runners on first and third, the player may indicate that the runner on first base steals second, but the runner on third holds tight.

Also, with a bases loaded, you may indicate that the runners on second and third steal their next base, but the runner on first base stays on first. Pressing the "Steal" button without indicating a target base will cause all runners to steal. The Retreat button will cancel any steal commands. Use the ***directional button*** *or* ***Left analog stick*** *and the Retreat button to selectively retreat base runners.*

ADVANCING BASE RUNNERS

While running the bases, the player may "Advance" runners to the next base by indicating the target base with the ***directional button*** *or* ***Left analog stick*** *and pressing the* **L1** *button. Pressing the Advance button with no target base will advance ALL runners to the next possible base.*

This system keeps the game simple at a beginner's level, but gives the more advanced player more control by allowing some runners to advance while others are retreating. You may only advance the runner one base ahead of his destination base (i.e. – You may only indicate to a runner going to first base to take second base. When he is halfway to second base, you may indicate that he take third base, and so on. You may not indicate that a runner take home plate while he is running to first.

BASE RUNNING (CONT.)

RETREATING BASE RUNNERS

*Retreat runners to the last base they "owned" by indicating the target base with the **directional button** or **Left analog stick** and pressing the R1 button. Pressing the "Retreat" button with no target base indication will retreat ALL runners to their last "owned" base. This allows some runners to retreat while others are advancing. You may only retreat a runner back to his last "owned" base.*

For example: You cannot indicate that a runner goes back to first base if he has already reached second base. When the runner reaches second base, it becomes the new "owned" base. The only way a runner can retreat back past his last "owned" base is if he is tagging up after leaving too early on a caught fly ball.

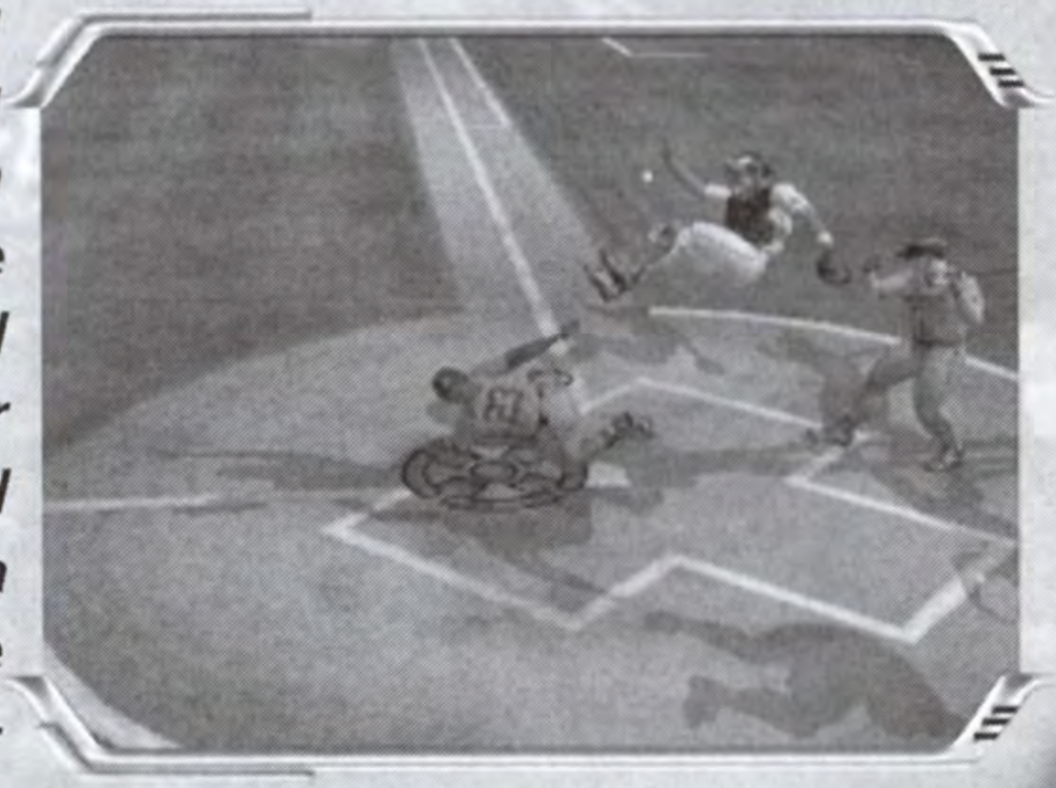
SLIDING

*A runner heading to a base has the option to "Slide" (⊗ **button**) to the base in order to decrease the probability of being tagged out. Since "tag outs" to runners happen automatically on normal standing contact to fielders, a slide will cause a fielder's tag to reach the base runner a bit later than a normal tag.*

*The runner may execute the "Slide" by indicating the target base with the **directional button** or **Left analog stick** and pressing the ⊗ **button**. When the "Slide" command is given, the move will execute when the runner reaches the appropriate distance from the target base. A slide will not execute if the runner is too close to the target base. Pressing the "Slide" button with no target base will cause ALL base runners to slide into the next base. Again, this allows some runners to slide while others are performing some other action. Slides will not use up any Turbo, but will slowdown your run momentum for advancing to a further base.*

SLIDING TAKE-OUTS

*Sliding Take-Out moves such as "Leg Sweeps" can be performed by indicating the target base with the **directional button** or **Left analog stick**, and pressing the R2 **button** and ⊗ **button** (Turbo and Slide) simultaneously. The sliding runner will perform a "Take-Out" move at the end of the slide. If the take-out move contacts a fielder, it will cause the fielder to be knocked off balance (flail), potentially disrupting his play.*



*If the fielder is holding the ball, there is a chance that the ball may be knocked loose and the runner will not be called "out". If you anticipate a "Sliding Attack", press the △ **button** to jump over and avoid the attack. While the fielder is airborne, throw the ball. Sliding attacks will utilize a big chunk of Turbo.*

MANAGER TIPS

On-Base Scuffles

*Fielders can perform extra tags to an on-base runner by pressing the ◉ **button** (Hard Tag). This has no real value other than being fun. However, pressing the R2 **button** and ◉ **button** (Turbo and Hard Tag) simultaneously will drain some of the base runner's Turbo.*

*On-base runners can defend themselves from fielders performing extra-curricular tags by pressing the ◉ **button** (Clear-Out). This will give a shove to the fielder and clear him away from you. The runner also has the ability to "pop" the ball from the fielder's hands by pressing the R2 **button** and ◉ **button** (Turbo and Clear-Out) simultaneously. The likelihood of this is determined by the runner's Strength attribute versus the fielder's Strength attribute.*

Base Running Clear-Outs

*Base runners can avoid being tagged out by clearing out pesky fielders in the base path in the form of a "Stiff-Arm" or "Door-Kick" type move. These "Clear-Out" moves may be executed by the base runner by pressing the ◉ **button**. If the runner makes contact with the fielder while executing an attack, the fielder will be knocked off balance (flail).*

If the fielder is holding the ball and the attack makes contact before the fielder can make the tag, there is a chance that the ball will be knocked loose and the runner will not be called "out". "Clear-Outs" will use a good chunk of Turbo for each runner performing the move. The result of the "Clear-Out" is determined by a runner's Strength attribute versus the fielder's Strength attribute.

Fielder Tags

*A fielder may tag out a runner by either simply making body contact with the runner while the ball is in his throwing hand, or he may perform a longer reaching "Hard Tag" to the runner by pressing the ◉ **button**. You must press the Hard Tag button to tag out a sliding runner. Hard Tags are also useful in countering a "Base Runner Clear-Out", as it will disrupt his attempt to knock you over.*

TURBO

A full Turbo meter will be awarded at the start of each half inning. Using Turbo while performing moves will, in most cases, enhance those moves. If Turbo is used while running, the run will be faster. If Turbo is used while throwing, the throw will go farther and faster, etc. Some moves will drain Turbo even if the Turbo button is not being pressed. "Base Runner Clear-Outs" are a good example. When these moves are executed, the Turbo Meter will automatically be drained the appropriate amount for that move.

Use your Turbo wisely! The Turbo meter will not automatically be replenished during an inning, but there are events that will replenish Turbo energy. On Offense, you may regain Turbo by stealing bases, scoring, and watching a pitch for a "ball". On Defense, you may regain Turbo by getting players out and fooling a batter with a "strike".

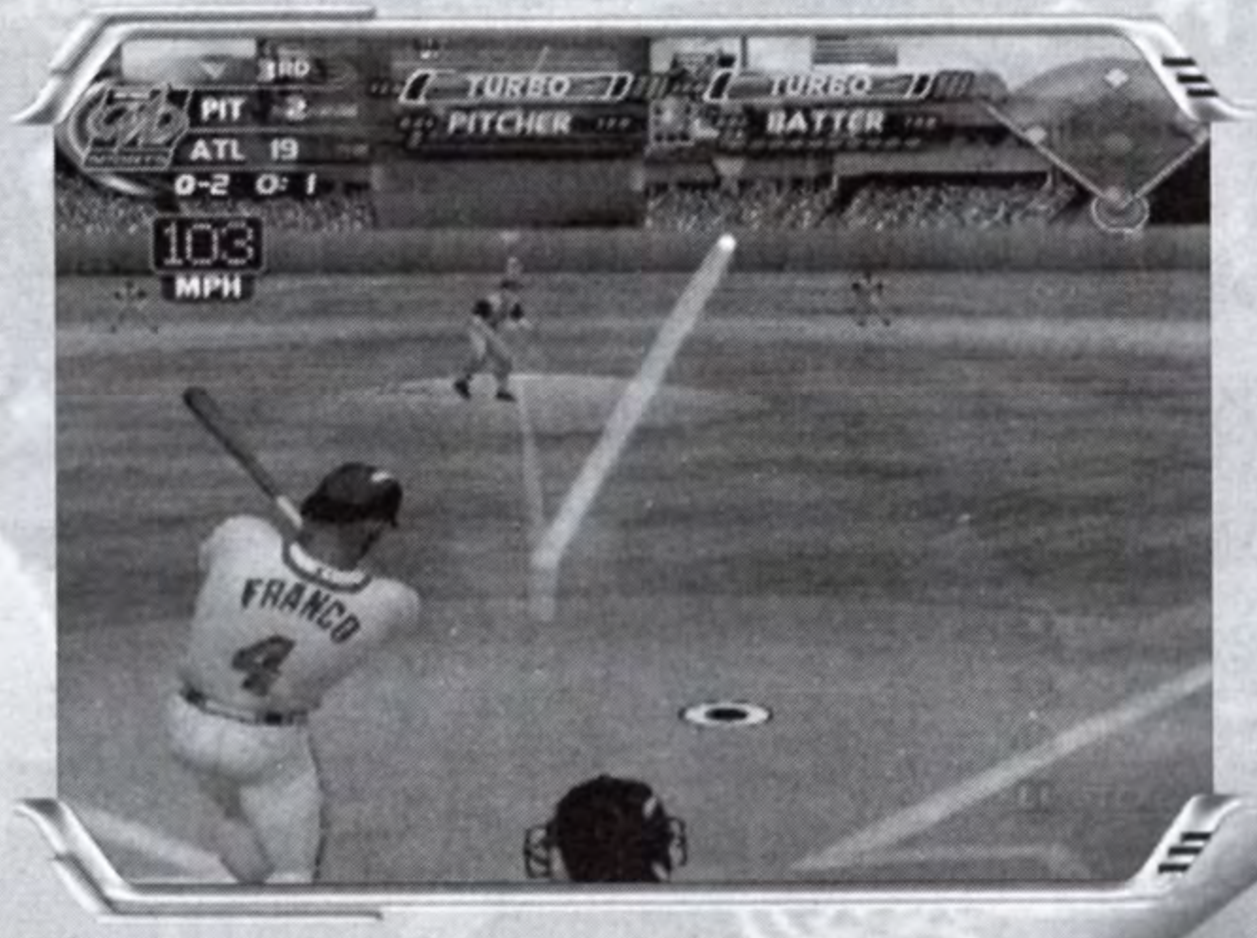
BATTING

AT THE PLATE

Every pitch is hittable! Timing is the most important element to MLB SlugFest batting. Whether a pitch is high, low, inside or outside, if your swing is timed properly, you will make contact. How good of contact you make is determined by matching up the swing location to the pitch location. If your batter has a higher batting rating, he will make better contact even if he doesn't match the pitch exactly. The size of the yellow ball cursor will give the batter a clue to how high or low the pitch is. The higher the ball is from the ground, the larger the cursor will be, and the lower the ball, the smaller the cursor.

BATTING SWINGS

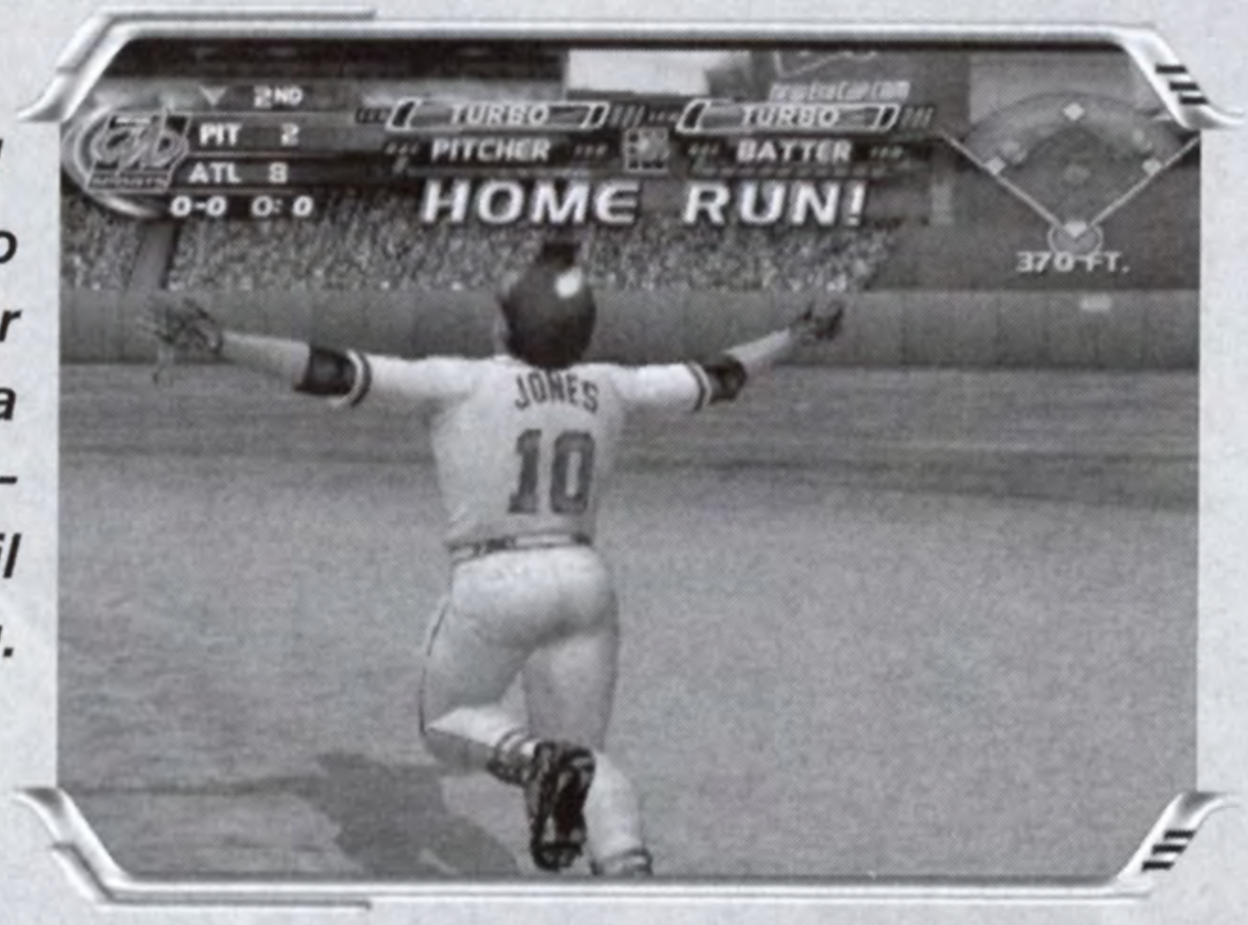
"Contact Swings" will deliver a nice safe swing, which has a high likelihood of landing a player on base. "Power Swings" increase a batter's chances of hitting a home run, but with the drawback that if the swing is not matched up exactly to the pitch location, there is a higher chance of a bad hit to occur. "Turbo Swings" will increase the power behind each type of swing, but will drain a chunk of Turbo. Use your Turbo wisely!



MANAGER TIPS

On-Fire Reward

MLB Slugfest rewards good hitters with the opportunity to get "on-fire." It's our simple 2 for 2 for 2 rule. The first 2 batters on a team to hit 2 for 2 will catch "On-Fire" and will retain this reward until they are called out (See On Fire, pg. 18, for more details).



PITCHING

Pitch Types

Every pitcher has his arsenal of 6 different pitch types. Holding down the **R2** ***button*** *(Turbo) when pressing the* ⊗ ***button*** *(Pitch) will deliver an extreme version of the selected pitch, giving each pitcher 12 different pitches he can throw. Mixing up your pitch types and locations is a great way of throwing off a batter's timing. Each pitcher can obtain a* ***Special Pitch*** *by throwing 5 strikes. The Special Pitches are wild, gravity defying throws that are very difficult to hit, but very cool to watch! See Special Pitch Meter, pg. 17.*

Changing Pitchers

Once the batters becomes acquainted with a pitcher's throwing speeds and pitch types, it is a good strategy to change your pitcher to introduce a fresh arsenal of pitches that will keep the batters guessing.

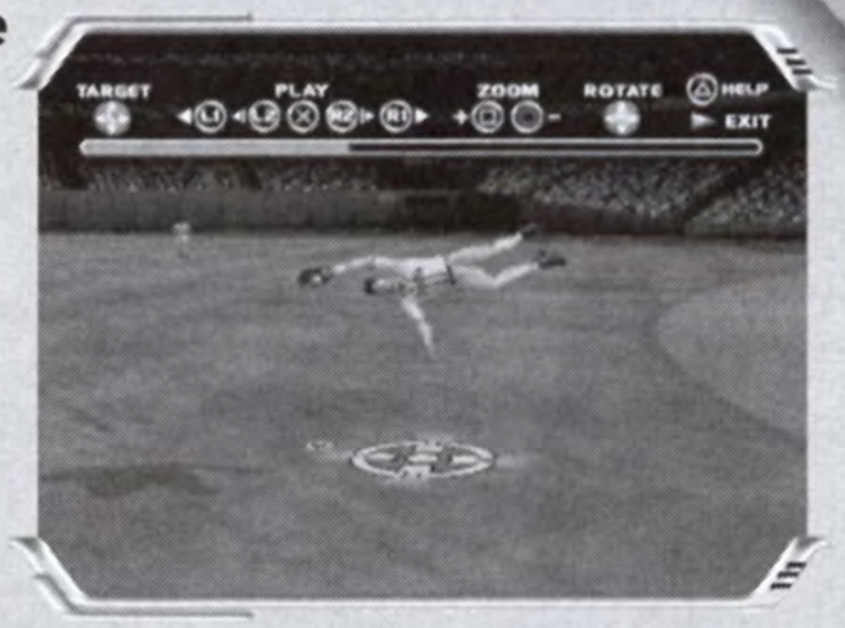
FIELDING

In the Outfield

When a ball is hit past an outfielder, immediately press the ■ ***button*** *(Change Player) to take control of the closest fielder to the ball. The player you are controlling in the field is noticeably faster than a CPU controlled fielder. If the ball is just out of reach of your fielder, press the* △ ***button*** *(Jump) to leap at the ball and make the spectacular diving catch. Timing is critical in making diving catches. Practice, practice, practice!*

PAUSE OPTIONS

At any time during the game, press the START button to view the Pause Menu Options. During the game, the following options are available to you:



RESUME GAME

Return to your game.

QUIT GAME

Exit the game in progress.

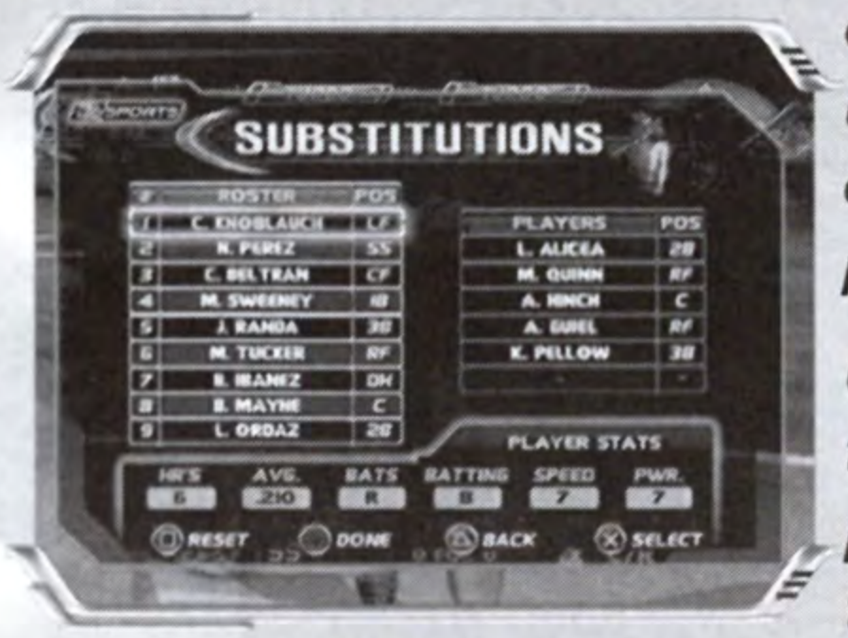
INSTANT REPLAY

The Instant Replay feature allows you to review the last 60 seconds of game action. Once a play has ended and the pitcher again has the ball, pause the game and select this option to view the Instant Replay screen.

*Press the △ **button** to view the Control Panel. Use on-screen controls to Play, Rewind or Stop the replay. Press the START **button** again to return to the Pause Menu.*

SUBSTITUTION

*One of the other new features in MLB Slugfest 20-04 is the in-game Substitution option. You can replace players during a game using this option. Press the **directional button** ↑ or ↓ to highlight a player you'd like to replace, then press the ✕ **button**.*



*Use the same method to choose the player you want to substitute the replaced player. Repeat this process until you're happy with your substitutions, then press the △ **button** to confirm the changes.*

CHANGING PITCHERS

MLB Slugfest 20-04 makes it very simple to bring in a relief pitcher. Simply select Change Pitcher. You'll then be able to select your other starter or your closer. The new pitcher will then be on the mound and ready to go.

<u>Note</u>: This option is not available until you're team is in the field. You can't change pitchers while your team is at bat.

PINCH HITTER

*At the Pinch Hitter screen, press the **directional button** ↑ or ↓ to highlight a pinch hitter, then press the ✕ **button** to select him. Remember, once you use a pinch hitter, that pinch hitter cannot be used again.*

AUDIO OPTIONS

See Audio, pg. 8.

VIBRATION

See Vibration, pg. 8.

PERSONAL RECORDS

PLAYER 1	W / L	PLAYER 2	W / L
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PERSONAL RECORDS

PLAYER 1	W / L	PLAYER 2	W / L
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SPECIAL THANKS TO MIDWAY SAN DIEGO

Mike Abbot, Debbie Austin, Paul Lefevre & everyone in Midway Creative Services

SPECIAL THANKS TO

Jim Edmonds, Todd MacFarlane, Brad Priller, 24/7 Baseball, Gary Gillete, Rhet Torgoley, Barry Schulist, Dan Roan, Ann Denton, Heather Gould, Paul Johnson, Alexa Waltz & Ayzenberg

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